AMENDMENTS TO THE CLAIMS:

Please cancel Claims 21 and 22 without prejudice or disclaimer of subject matter recited therein, and amend Claims 17, 19 and 20, as follows:

1. to 16. (Canceled).

17. (Currently Amended) A computer-implemented method of rendering an image comprising a plurality of overlapping graphic objects, the computer comprising a processor configured to implement the method and a computer readable storage medium to store the plurality of overlapping graphic objects, said method comprising the steps of:

generating a list of input edges in accordance with a plurality of boundaries of the plurality of overlapping graphic objects, wherein some of the input edges are overlapping;

producing a list of non-intersecting edges from the list of input edges on a per-scan-line basis; [[and]]

converting ~~rendering the image based on~~ the produced list of non-intersecting edges into an active edge list; and

rendering the active edge list into a plurality of sequential pixels, wherein

the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-overlapping graphic objects being ~~that are~~ visually equivalent to the plurality of overlapping graphic objects and (b) a color for each of the plurality of non-overlapping graphic objects; and

at least one non-intersecting edge replaces a plurality of overlapping input edges, the non-intersecting edge being shared by more than one of the non-overlapping graphic objects.

18. (Canceled).

19. (Currently Amended) An apparatus for rendering an image comprising a plurality of overlapping graphic objects, said apparatus comprising:

generating means for generating a list of input edges in accordance with a plurality of boundaries of the plurality of overlapping graphic objects, wherein some of the input edges are overlapping;

producing means for producing a list of non-intersecting edges from the list of input edges on a per-scan-line basis; [[and]]

converting means for converting ~~rendering means for rendering the image based on~~ the produced list of non-intersecting edges into an active edge list; and

rendering means for rendering the active edge list into a plurality of sequential pixels, wherein

the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-overlapping graphic objects being ~~that are~~ visually equivalent to the plurality of overlapping graphic objects and (b) a color for each of the plurality of non-overlapping graphic objects; and

at least one non-intersecting edge replaces a plurality of overlapping input edges, wherein the non-intersecting edge is shared by more than of the one non-overlapping graphic objects.

20. (Currently Amended) A computer readable medium storing a computer program for directing a processor to execute a method for rendering an image comprising a plurality of overlapping graphic objects, said program comprising:

code for generating a list of input edges in accordance with a plurality of boundaries of the plurality of overlapping graphic objects, wherein some of the input edges are overlapping;

code for producing a list of non-intersecting edges from the list of input edges on a per-scan-line basis; and

code for ~~rendering the image based on~~ converting the produced list of non-intersecting edges into an active edge list; and

code for rendering the active edge list into a plurality of sequential pixels, wherein the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-overlapping graphic objects being ~~that are~~ visually equivalent to the plurality of overlapping graphic objects and (b) a color for each of the plurality of non-overlapping graphic objects; and

at least one non-intersecting edge replaces a plurality of overlapping input edges, wherein the non-intersecting edge is shared by more than one of the non-overlapping graphic objects.

21. (Cancelled)

22. (Cancelled)